

# Members Only League By-Laws

## Section I: Introduction

- Introduction:** The Members Only League plays Wednesday nights at Currie Golf Course. The format is two-man teams playing together throughout the season in matches vs. a different two-man team each week.
- League Objective:** The league will have a winning team determined through a scoring point system on a round by round basis that is totaled through the year. The high scorer in the first half will play the high scorer in the second half for the championship at the end of the season. The scoring system is handicapped. There will also be skins and other payouts determined weekly.

## Section II: Scoring

**Scoring Formats:** The following are the scoring formats

Scoring Means	Points	Comments
Match Play	36	Potential 2 pts/hole/teammate
Team Play	4	4 pts to winning team
Showing Up	8	4 pts/person
Total	48	Max potential point total/week

**Scoring Definitions:**

- Match Play:** Lower Handicapped teammate vs. the Lower Handicapped Opponent & Higher Handicap vs. Higher Handicap. 2 points are awarded to the opponent that wins a hole. A hole is awarded by having the lowest handicapped score. In the event of a tie each player is awarded 1 point on that hole.
- Team Play:** 4 points are awarded to the team that has the combined low handicapped score.
- Showing Up:** 4 points are awarded per team member for showing up or being represented with a sub.

**Scoring Exceptions:**

- Sub:** The sub will fully participate in all scoring formats.
- No Sub:** If playing without a partner or sub, the match play will be vs. both opponents and team play score will be total handicapped score x 2 vs. sum of opponents handicapped score. Only 4 showing up points will be awarded.
- No Show:** A team not showing nor having subs will take the lowest scoring team that week, excluding their showing up points. Their opponent (who shown up) will draw at random for an opponent amongst the other active teams that week.

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## Section III: Handicaps

### Establishing Handicaps:

- Regulars: Through rounds 1 – 5, the handicap will be 80% of the average. From rounds 6 and beyond the handicap will be the average of the individual's best 4 rounds in their last 6 matches.
- Subs: Subs will never get an established handicap. Rather, every round, their handicap will be 80% of their actual score.

## Section IV: Champion

- Payout: The winning team of the championship will get next year's rounds paid
- Qualifying: To qualify for the championship match your team must have the highest total points in the first or second half of the season.
- Exception: If the same team wins the first and second half, that team is guaranteed half the payout. And, the second place team of the second half qualifies for the championship.
- Subs: In the position night or championship match, if a sub is used because a partner can't attend, the match will be scored per the "No Sub" arrangement defined in Section II, Scoring Exceptions. With the exception that 8 showing up points will be awarded to the team.
- Championship Match: The winner of the championship match will be the team with the highest point total for that round.
- In the event of a tie in the championship match, the winner will be the low handicapped team score on the hardest handicap hole. If that is a tie, the next subsequent hardest hole will be compared and so on until a winner is determined.

## Section V: Wagers

Below are the various wagers all Member's Only league players will participate in.

Dues: All dues will be paid at the start of the year.

Subs are not eligible for any wagers

Skins:

- Flights: There will be two skins flights dictated by handicap. The top half will be in one group and other half in another.
- Weekly Pot: The weekly pot will be the total dues paid divided by the number of weeks, divided by two for each flight.

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In the event there are no skins awarded, the skin pot will carry over and contribute to the proceeding week.

**Skin Winner:** A skin winner will be the low unhandicapped score on a given hole for all participants in their flight that week.

**Skin Payout:** A skin payout is (Weekly Pot)/(Number of skin winners)

### Long Drive, Closest to, Longest Putt, Closest in 2

**Game rotation:** Two of the 4 games will be played each week. A rotation will be determined at the start of the season.

**Long Drive:** The longest drive will be the 1<sup>st</sup> drive off the tee. It must be in the fairway to qualify.

**Closest To:** Will be on a Par 3. It will be each person's first shot off the tee and must be on the green to qualify (fringe is not the green).

**Longest Putt:** Longest putt made on a pre-determined hole. Not the longest of any putt made by any person.

**Closest in 2:** Closest to pin after two shots. Could be closest to in 3 if on a par 5. Will never be on a par 3. Must be on fairway, fringe or green to qualify.

### Low Handicapped Score

**Low Score:** The player with lowest handicapped score each week will win the pot

**Handicapped Score:** Handicapped Score = (Actual Score) – (Handicap)

**Qualify:** Only those with an established handicap are eligible for this wager. Must play at least one league round prior to get an established handicap.

**Exception:** The first week will just be low score

**Subs:** Subs are not eligible for this wager

## Section VI: Game Play Rules

**Typical Rules:** USGA Rules will be adhered to for hole scoring and game play

**Exceptions:** Rolling the ball is allowed. The intent is to avoid an unfavorable lie in the immediate area; e.g. move ball out of divot or off bare dirt. If the ball is in a hazard it cannot be rolled, it must be played as it lies. The ball cannot be rolled to an improved surface; e.g. from rough to fairway. The ball cannot be rolled to avoid an object; i.e. out from behind a tree.

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Out of Bounds, Lost Balls and yellow stakes shall be treated as lateral hazards; i.e. dropped at the line of flight into the hazard.

Gimmie Putts are allowed at the opponent's discretion, they are not mandatory. Typical gimmie length is 2'-3' or inside the putter handle. The opponent must verbally approve the putt pickup.

**Rule Disputes:** If the intended rule is unknown by a player or a course of action is being challenged, the group shall confer and if all agree, take action appropriately

If all do not agree, play a second ball from the point of contention, record both scores and confer with the league coordinator for direction.

**Score Disputes:** If after a score card has been turned in and scores are posted, an individual believes their score is incorrect, everyone in the group must agree on the change before making the update in the database and potentially modifying league points or skins payouts.

It is highly recommended at the end of each round, scores are totaled on the card and all review and approve before turning in to the league coordinator.

### **Section VII: Schedule and Pairings**

**Schedule:** A weekly schedule with random team pairings is determined at the start of the season and must be followed.

**Mid Round With drawl:** If a player starts the round but withdraws during, they will receive the max score for the remainder of the holes (i.e. double par).

**Note:** this score will not count towards their handicap.

**Non-Compete:** if player declares at the start of the round they won't be playing the whole round and leaves at some point short of finishing, they will be counted as a no-sub team arrangement. (See Section II: Scoring – Scoring Exceptions – No Sub.)

## Members Only League By-Laws

Change Register:

Date	Name	Change
May '22	C Pickvet	Created Bi-Laws
May '23	C Pickvet	Added long drive and closest to wager Added exceptions; Out of bounds and Gimmie putts
Mar '24	C Pickvet	<ul style="list-style-type: none"><li>• Add a weekly low handicap score payout</li><li>• Championship Team gets next year's greens fees paid</li><li>• Sub never establishes handicap</li><li>• Change to a 6 week rolling handicap, vs average of best 4 rounds</li><li>• Provisions for partner walking off</li></ul>
Mar '25	C Pickvet	<ul style="list-style-type: none"><li>• Subs cannot win wagers</li><li>• Added closest in 2 and longest Putt in a rotation with long drive and closest to</li><li>• Tie breaker for championship match defined</li><li>• Flighted skins groups</li></ul>